

## Intervention Level Support (you also receive everything from lower levels)

### Level 0: No Intervention [GSR 17.3.1]

No forces may be involved.

### Level 1: Supplies, Intel, Special Operations Forces [GSR 17.3.2]

Unless otherwise stated, the nation provides one Supply Point per turn. The Supply Point can be allocated to the SRV or to the US. This is in addition to any Supply Points arriving from the Master Allied Reinforcement Chart. In addition, the side can make use of the intervening nation's Electronic Detection attempts [GSR 12.1]. The intervening nation's SOF markers are available as reinforcements.

*Note: Philippines, Malaysia, Indonesia, and/or Thailand do not provide Supply.*

### Level 2: Naval & Air [GSR 17.3.3]

Naval and some Air Units can be used. USN, CW, and FR Naval Units and USAF, USN, CW, and FR Air Units are available for setup and as reinforcements [GSR 8.3 & 8.4]. AMPHs may enter on their SAG side if desired but cannot later be converted back to AMPHs.

### Level 3: Marines, Airborne, and Theater Weapons [GSR 17.3.4]

The Allied player can use US Theater Weapons if the US intervenes at this level. All marine (including USMC Air Units) and Airborne units (including Attack Helicopters that are part of an airborne Formation; e.g., 82nd Airborne Division) are available at set up and as reinforcements.

### Level 4: Full Intervention [GSR 17.3.5]

All of a nation's forces, markers, etc. are available for use as indicated in the rules and any Scenario Special Rules. This generally means additional ground units not identified in Level 3 are available.

Nation	Events That Increases or Decreases Their Intervention Level
<b>CW</b> [GSR 16.9.1]	<ul style="list-style-type: none"> <li>•Level is set at the start of Advanced scenarios</li> <li>•CV or SAG Eliminated: Increase to Level 4 [GSR 17.4.6.2]</li> <li>•At the end of the first Strike Phase in which a Nuclear Attack is successfully resolved by the PRC player: Roll a die, 4+ CW withdraws [GSR 14.4]. If CW does not Withdraw increase its Intervention Level. If any CW units were affected by the attack, set its Intervention Level to 4; otherwise, increase it by 2.</li> <li>•*Optional Rule UN Mandate: Every time Non-Allies veto UN Resolution or Refuses to Obey Cease Fire: Increase Level by 1 [GSR 16.8]</li> </ul>
<b>France</b> [GSR 16.9.2]	<ul style="list-style-type: none"> <li>•Level is set at the start of Advanced scenarios</li> <li>•CV or SAG Eliminated: Increase to Level 4 [GSR 17.4.6.2]</li> <li>•At the end of the first Strike Phase in which a Nuclear Attack is successfully resolved by the PRC player: Roll a die, 4+ FR withdraws [GSR 14.4]. If FR does not Withdraw increase its Intervention Level. If any FR units were affected by the attack, set its Intervention Level to 4; otherwise, increase it by 2.</li> <li>•*Optional Rule UN Mandate: Every time Non-Allies veto UN Resolution or Refuses to Obey Cease Fire: Increase Level by 1 [GSR 16.8]</li> </ul>
<b>Indonesia</b> [GSR 17.4.2.1]	<ul style="list-style-type: none"> <li>•In each Reinforcement and Replacement Phase after the PRC enters either the Spratly Islands or Paracels Island Land Area: Roll a die: 0-1 enters Level 4 as Non-Allied, 2-6 neutral, 7-9 enters Level 4 as Allied</li> <li>•*Optional Rule Coup de Main: Roll a die: 0-1 enters Level 4 as Non-Allied, 2-6 neutral, 7-9 enters Level 4 as Allied [GSR 16.10]</li> </ul>
<b>Malaysia</b> [GSR 17.4.2.2]	<ul style="list-style-type: none"> <li>•In each Reinforcement and Replacement Phase after the PRC enters either the Spratly Islands or Paracels Island Land Area: Roll a die: 0-2 enters Level 4 as Non-Allied, 3-5 neutral, 6-9 enters Level 4 as Allied</li> <li>•*Optional Rule Coup de Main: Roll a die: 0-2 enters Level 4 as Non-Allied, 3-5 neutral, 6-9 enters Level 4 as Allied [GSR 16.10]</li> </ul>
<b>Philippines</b> [GSR 17.4.2.1]	<ul style="list-style-type: none"> <li>•Non-Allies occupy Spratly or Paracels Island Land Areas: Each Reinforcement &amp; Replacement Phase roll a die and add current US Intervention Level. 0-3 enters Level 4 as Non-Allied, 4-6 neutral, 7-9 enters Level 4 as Allied</li> <li>•*Optional Rule Coup de Main: Roll a die and add current US Intervention Level. 0-3 enters Level 4 as Non-Allied, 4-6 neutral, 7-9 enters Level 4 as Allied [GSR 16.10]</li> </ul>
<b>Thailand</b> [GSR 17.4.3]	<ul style="list-style-type: none"> <li>•If US is at Intervention Level 3 or 4: Allies may try for Thailand basing rights; Non-Allied played adds 6VP to total, Allies roll a die, 8-9 Thailand allows US/CW/FR planes to base there. Allied may apply +1 DRM to the roll for each additional 2VP to the Non-Allies. (To guarantee would cost additional 16VP for a +8 DRM)</li> <li>•If any nation enters the conflict per the South China Sea War [GSR 17.4.2]: Roll a die: <ul style="list-style-type: none"> <li>If the Allies successfully pressured Thailand at setup, on a 7-9, it increases its commitment and provides ground and air units on the Allied side. Air units can only base in the Thailand Basing Box. Ground units are placed in the SRV Holding Box.</li> <li>If the Allies didn't or failed to pressure Thailand at setup, on a 0-1, it enters the war on the non-Allied side; on a 2-6, it remains neutral; and on a 7-9, it enters the war on the Allied side. Air units are placed in the Thai Basing Box. If entering on the non-Allied side, ground units can be placed in any southwest map edge hex northwest of 36xx. If entering on the Allied side, ground units are placed in the SRV Holding Box and the Allies can use the Thai Basing Box.</li> </ul> </li> </ul>
<b>US</b>	<ul style="list-style-type: none"> <li>•Level is set at the start of the Advanced scenarios.</li> <li>•The 2nd Korea War: Increase to Level 4 [GSR 17.4.1]</li> <li>•Non-Allies nuclear attack on Japan: Increase to Level 4 (even if US previously withdrew) [GSR 14.3.3.1]</li> <li>•Philippines enters on either the Non-Allied: Increase Level by 1 [GSR 17.4.2.1]</li> <li>•Each US CVN Eliminated: Increase Level by 1 [GSR 17.4.4.1]</li> <li>•Guam targeted by Air and/or Missile Strikes: Increase Level by 1 [GSR 17.4.4.3]</li> <li>•At the end of the first Strike Phase in which a Nuclear Attack is successfully resolved by the PRC player: Roll a die, 5+ US Withdraws. If US does not Withdraw increase its Intervention Level. If any US units were affected by the attack, set its Intervention Level to 4; otherwise, increase it by 2. [GSR 14.4]</li> <li>•*Optional Rule Coup de Main: Increase Level by 1 [GSR 16.10]</li> <li>•*Optional Rule UN Mandate: Every time Non-Allies veto UN Resolution or Refuses to Obey Cease Fire: Increase Level by 1 [GSR 16.8]</li> </ul>